

Storey Creek Ladies Club 2021 Handbook

As the captain this season, I would like to welcome current and new members to our 2021 golf season. COVID restrictions will continue to impact the season and I appreciate your patience and understanding with our events. Hopefully we will have the opportunity to connect with old buddies and develop new friendships.

storeycreekladies@gmail.com

Have a FUN season!!!

Cindy Stewart



2021 Ladies Club Executive

President	Laura Westcott	250-287-4330	oceanwestcott@gmail.com
Captains	Cindy Stewart	250-923-3382	cistewart@shaw.ca
Vice– Captain			
Secretary	Trish Piercy	250-923-6556	piercyk@telus.net
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Social/ Communication	Anne Farren	250-287-6045	trfwood@telus.net
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Fundraising			
Match Play	Connie Strain	250-337-5261	cstrain@telus.net
Crystal Tournament Chairperson	Tammy Brunin	604-808-7947	tbrunin@gmail.com

**Please follow all COVID protocols, put in place for your health and safety,
while at Storey Creek. Thank you**

*"Golf can be defined as an endless series of tragedies obscured by the
occasional miracle, followed by a good glass of wine."*

Game Days

Tuesday Ladies Morning: We play an 18-hole game, with tee times starting at approximately 8:30 am., depending on the number of Ladies registered. The fee for the game of the day is \$2. Ladies may also contribute \$1 each for the 2 Pots of Gold, \$2 each for Gross and/or Net Snips and \$2 for the Deuce Pot.

Pots of Gold are holes 7 & 13. If you are the only birdie on that hole, you win the Pot of Gold for that hole. Deuce Pot covers all deuces made in the round and are paid out equally from the Pot.

Sign-up : Ladies Club members will receive a weekly automated email. Please respond by clicking on appropriate box. Will receive on Tuesday and cut off is Sunday morning. Guests may sign up with the Pro Shop.

Pin Day: This is a Provincial sponsored stroke play competition. Cost is \$2 per participant per season. Players record their gross/net scores over and up to 6 rounds. The funds from this program support Junior girls golf.

Thursday Evening: Tee Times starts at 4:00 pm. This is a 9-hole game with a focus on having a fun, social evening together.

Thursday sign up: Once players are registered, a weekly email will come from Storey Creek inviting players to join the weekly game. If in doubt, or unfamiliar with the new system, please call the Pro Shop. Ten tee times, from approximately 4:00 to 6:00 pm have been set aside for our play. The new sign-up system should permit you to choose your starting time. Players who have signed up but are unable to play as asked to cancel as early as possible.

Thursday Shoot-Out: NO SHOOT OUT for the 2021 season.

Thursday Open Night: NO OPEN NIGHTS for 2021 season.

Ringer Board: (\$5 sign-up fee for the season paid at Pro Shop) There is only a 18 hole ringer board this year. Record your best gross/net score for each of the holes on your own ringer board sheet received by email. Season is April 1st to September 15th. If you beat any of your recorded scores at any point during the season, change your score in the book to reflect the improvement.

There is no obligation to play the game of the day, and members are welcome to play golf without participating in the game.

ALL GAMES MUST BE PAID OUT OF YOUR CREDIT ACCOUNT AND YOU MUST LET THE PRO SHOP KNOW WHICH GAMES YOU ARE PLAYING.

ALL GAME RESULTS FOR TUESDAY WILL BE SENT OUT IN AN EMAIL. WINNING WILL BE CREDITED TO YOUR ACCOUNT. THURSDAY RESULTS WILL BE SENT OUT BY EMAIL.

CALENDAR

You can access a link to our calendar by going to the Storey Creek website, and clicking Membership, Ladies Golf, Ladies Club Calendar. By clicking on the calendar you will find information about the game of the day and any changes or updates.

CLUB DUES

2021 Dues will be paid at the Pro Shop by the end of April. The cost for 2021 season is \$50.00. Ladies club members who are not members of the Storey Creek Golf Club are encouraged to pay the annual R.C.G.A. fees for your handicap card. For more information, please ask the Pro-Shop.

All Ladies Club members are eligible to play in all games under the following conditions:

Games with net prizes require an established handicap

You must play with the Ladies club. The game fee is to be paid prior to play.

GAMES WE PLAY (Tuesday)

Eclectic

This game is played over a two-week period. For both days, score all holes. A computer program will choose the better of the two-day scores for each hole. If you are only able to play on one of the two weeks, you can compete based on your one week's score.

Four Ball – Best Ball

In four-ball play, two competitors play as partners, each playing her own ball. The lower net score of the partners is the score for the hole. If one partner fails to complete the play of the hole, there is no penalty. (Please refer to Four Ball Stroke Play in the Rules of Golf - Rule 31 for more information.)

Hidden Holes

Enter gross and net scores on your scorecard for each hole. At the end of the round, total your gross and net scores for the holes drawn (9 holes for 18-hole round, 5 holes for 9-hole round).

Least Putts

Keep track of all putts made from the putting green.

Radar

Score 1 point for hitting the fairway on all par fours and all par fives, and 1 point for hitting the green on all par threes with your tee shot.

Radar Putts – (Combination of Radar and Least Putts)

Each player plays their own ball. Score **5 points** for hitting the fairway on all par 4 and 5's and the green on par 3's. Scores **3 points** if not in the fairway on par 4 & 5's or on the green on par 3's. Subtract **1 point for every putt taken**, on the putting green. Ex: Hit the fairway on Hole 1.= 5 points – 3 putts taken on putting green = 5-3 which makes 2 points on scorecard for Hole 1. Add all holes for total score.

Substitute Par

Select the worst hole on the front nine and the worst hole on the back nine, and substitute a par score.

T's and F's

Use your score only on holes starting with a T or an F. i.e. Holes number Two, Three, Four, Five, Ten, Twelve, Thirteen, Fourteen and Fifteen.

Ones

Use your score only on holes starting with an O, N, E or S. i.e. Holes number One, Six, Seven, Eight, Nine, Eleven, Sixteen, Seventeen and Eighteen.

Chapman

Both players tee off every tee. On the second shot, crossover and hit your partner's drive, then select which ball to play. There will be only 1 ball played after the 2nd shot, alternating players, until the hole is completed. A player may not hit 2 balls in sequence. Record gross score and subtract 1/4 of the total team handicap. Penalty shots do NOT affect order of play. You must finish the hole with the ball you select to play and play it where it lies.

Scotch Ball

Both players tee off every hole. Select best tee shot, alternating players and play that 1 ball until hole is completed. Record gross score. Subtract 1/4 of your total team handicap. Penalty shots do NOT affect order of play. You must finish the hole with the ball you select to play and play it where it lies.

Stableford

Take handicap strokes as they fall, then give: Bogey -- 1 point; Par – 2 points; Birdie – 3 points; Eagle – 4 points; Albatross – 5 points; Hole-in-one – 10 points

Best Three

18 holes – Choose the best score on 3 par threes, 3 par fours, and 3 par fives.

9 holes -- Choose the best score on 1 par three, 1 par four, and 1 par five.

Best Nine

Choose your best score based on either the front or the back nine holes.

Scramble

Each player in the group tees off. The group then decides which ball to play for the next shot. All players, except the person whose shot was chosen, hit the next shot. Play continues until the ball is on the green, then all players putt.

4-Man Cha-Cha-Cha

In the 4-Man Cha-Cha-Cha tournament format, each member of the team plays her ball throughout, but a 3-hole rotation exists for determining how many scores are used to create the team score. On the first hole (cha), the one low ball counts as the team score. On the second hole (cha cha), the two low balls count as the team score. On the third hole (cha-cha-cha), the three low balls count as the team score. The rotation starts over on the fourth hole.

Guess Your Score

Each player guesses their score before teeing off. Person closest to their guess wins the game.

Best Ball

Play your own ball on each hole, as per the Rules of Golf. Use 1/2 of your 18 hole handicap. (If your handicap for 18 holes is 11, an uneven number, you would take 5.5 to use for 9 holes. The lowest net for a hole may result in a 4.5 score as an example) Record the best net on the scorecard.

Team Dice Game

At the end of each hole, the dice is rolled and that determines whose score is used for the group's score. Prior to teeing off each player is preassigned a number between 2 to 5. This is their "dice" number for the round. If a '1' is rolled then the lowest score of the group is used, if a '6', the highest score.

Golf Yahtzee

Each player will receive a game card. Points are added or subtracted for golf scores and accomplishments.

Summer Sweeps

This is a two-day event based on partners playing 4 different 9 hole games that include Best Ball, Chapman, Scotch Ball and a Scramble.

Match Play (Game of the Day version)

Partners are randomly chosen from those who sign up on that day and follow the rules for Match Play. The winning players of each match receive the prize money.

Responsibilities of the Player

Handicaps and Recording Scores

A handicap is designed to allow players of differing abilities to play together on an equal basis, but is based on each player accurately recording her scores. Every player is responsible for entering every acceptable score into the computer, in Golf Canada . [PLEASE enter you score HOLE BY HOLE and the computer does the Equitable Stroke conversion.](#) It listed both your gross score and the Equitable Stroke score and enters your Equitable Stroke when posted. [It is requested that you enter your score for every round within 24 hours.](#) It keeps the playing field fair for everyone. Adjustment of Hole Scores Rule 3—page 18 (Rules of Handicapping)

Acceptable /Unacceptable Scores

Acceptable scores will include all 18 hole and 9 hole games played under the “Rules of Golf”, including those games played as a single player, match play, multi-ball games and tournaments. Scores that include conceded putts are acceptable for handicap purposes and must be included. When temporary greens are in use, provided the length of the course is not significantly altered, these too are considered acceptable scores. Unacceptable scores include those games outside of the regular playing season, from courses or tees that are not RCGA or USGA slope rated or any games not played under the “Rules of Golf”.

For more specific information regarding information about handicaps and acceptable/unacceptable scores please refer to the RCGA Rules Handbook, or ask a member of the Rules Committee.

Tournament Scores

The following are considered tournament scores and must be entered as such:

Scores from qualifying rounds and any tournament

The following are NOT considered tournament scores and should be entered as a regular score:

Match play or any regular Ladies club games including Eclectic

If found, please hit it better than the last Gal

Local Pace of Play

It is understood that “Pace of Play” is an important part of the etiquette of the game. We ask all our members to be very cognizant of this issue. An 18 hole round of golf should take no more than 4:20 hours, and a 9 hole round a total of 2:10 hours. The following are some hints to speed up play:

- ◆ Be aware of your position with regard to the group ahead of you (not just keeping ahead of the group behind)
- ◆ Follow the flight of all tee shots, not just your own. In the fairway, help others look for their ball if you already know the location of yours.
- ◆ Play a provisional ball if you think your ball may be lost outside a hazard or out of bounds.
- ◆ Try to determine your yardage and make club selection before it is your turn to play. Very often you can do this with disruption to other players.
- ◆ Be ready to play as soon as it is your turn to play. If the player whose turn it is to play is not ready—and you are—go ahead if you can do so safely.
- ◆ On the putting green, line up your putt while others are playing without disturbance to others.
- ◆ Move off the green quickly and mark your scorecard at the next hole. If you are the 1st to arrive at the next tee—hit first and then mark your score.
- ◆ If each foursome can speed up their play by 15 seconds per shot, over 18 holes this accumulates into 18 minutes off the time it takes to play the game. This makes a huge difference and your fellow golfers will appreciate a well-paced game.

Your place on the course is behind the group in front of you, not in front of the group behind you!

Knowing the Rules

It is the responsibility of each player to know the rules of golf, but that being said, as a club we are here to help each other learn the intricacies of the game so we encourage everyone to ask questions and clarify the rules at the appropriate time. Our Rules Committee is here to offer advice, provide information or help us all learn through review sessions. If you have questions or want more information, please just ask—we are here to enjoy the game and help each other.

Just a reminder to those playing in a tournament, asking for advice may incur a 2 stroke penalty but you are allowed to ask about your options, e.g. “What are my options if my ball is unplayable?” . The opponent can share the options available if they choose. If in doubt always play a second ball for the rest of the hole and ask the rules person for clarification before signing your card at the end of the round.

MATCH PLAY ACTIVITIES

Match Play is based on opponents competing to win individual holes and the player who wins the most holes wins the match.

Inter-Club Match Play

In the Inter club games, players are paired with a partner and the lowest net score of that partnership is scored against the lowest net score of their opponent's partnership. 6 ladies are needed for each event. If more than 6 ladies are interested on a particular date, we are required to choose the 6 ladies with the lowest handicaps.

Inter-Club 2021 Schedule

Date	Course
Wednesday, May 5, 2021	Comox G.C.
Not available this year	Crown Isle
Wednesday, June 9, 2021	Glacier Greens
Wednesday, July 21, 2021	Storey Creek
Wednesday, August 4, 2021	Sunnydale
Not available this year	Myrtle Point

Sign up for Inter-Club Match Play by contacting Connie Strain (phone & email on Executive listing)

Mugsey's Match Play

This match play tournament is an 18 hole game played within our Ladies Club. The draw will be created based on handicaps. There is a consolation round for those players who do not win their first round match. This is always fun and everyone is encouraged to participate regardless of their handicap.

If you would like more information, please check with the Captain or any of the Executive.

"You can hit a two-acre fairway 10% of the time and a two-inch branch 90% of the time."

STOREY CREEK THURSDAY NIGHT LADIES GOLF

2021

Welcome to the Thursday Night Ladies Golf. We would like to encourage you to come out for some enjoyable evenings of golf on our incredible course. **You do not have to be a member of Storey Creek, or even the Storey Creek Ladies Club, to play on Thursday evenings.** Non-members will be subject to \$29.95 green fees. There is a nominal \$10 administrative fee to join the Thursday Night Ladies Golf for the 2021 Season. New this year will be a \$5 weekly game fee. All monies collected will go to game and draw prizes for the evening.

The overall goal for the season is to provide you with the opportunity to swing your clubs, meet other female golfers, and participate in some fun, low-level competitive games. Players are permitted to sign up for tee times as individuals, with a friend, or with a group. Recognizing that this is a fun night, games played do not require a handicap and often allow a player to 'pick up' rather than get frustrated. You do not even have to keep score if you do not want to! To enjoy your time at the golf course, we are providing information to explain the activities you may choose to participate in.

Please follow all COVID protocols, put in place for your health and safety, while at Storey Creek.

Sign up Once players are registered, a weekly email will come from Storey Creek inviting players to join the weekly game. If in doubt, or unfamiliar with the new system, please call the Pro Shop (250-923-3673). Tee times, from approximately 4:00 to 6:00 pm have been set aside for our play. The new sign-up system should permit you to choose your starting time. Players who have signed up but are unable to play as asked to cancel as early as possible.

Game of the Day / Draw Prizes and Pots of Gold—\$5 per night

These games will vary each Thursday and create fun challenges without requiring a handicap. There are great prizes, based on skill and *luck of the draw*, for the evening. If you are participating in the game of the day, please remember that you may have to putt out.

There are Pots of Gold on Hole #5 & #7 (or Hole #13 & #17 if we are playing the back nine). A pot will be paid out to anyone who birdies the designated hole. If there is no birdie, or more than one, the amount collected will be carried over to the next Thursday night's play.

Instructions for each game will be emailed to you or a few hardcopies will be available at the Pro Shop prior to your tee time. Players may need to hand in their cards upon completion of the round to allow us to determine game winners. Money prizes will be deposited into individual accounts and physical prizes will be available for pick up that evening or the following week. Game results will be emailed each week.

Start Times Please arrive 20-30 minutes prior to your tee time to ensure game fees are paid, to pick up game instructions, and to guarantee your group starts on time.

Guest Nights

Prior to COVID, the last Thursday of each month was a Guest Night which included golf and dinner. Those evenings have been discontinued for 2021. However, the last Thursday of each month will now be a partner or team game. You are encouraged to bring a friend, or friends, who are not Thursday regulars.

Calendar

To access the link to all the ladies functions at Storey Creek, go to the course website, click on Membership and then click on the Ladies Club tab. On this page, you will find a link to our calendar. Any changes or updates can be found on this calendar.

We look forward to many great rounds of golf and lots of laughs this season. If you have any concerns or questions about the Thursday Night Ladies Golf, please do not hesitate to contact us.

Cathy McCartney— clmccartney@telus.net or 250 923-7543

Marj George — marjgeorge@shaw.ca or 250 923-7728

THURSDAY NIGHT LADIES GOLF 2021 SCHEDULE:

<u>Date</u>	<u>Game (tentative)</u>
April 15	Radar
April 22	Trouble
April 29	Team Pink Ball
May 6	Least Putts
May 13	Best Six
May 20	Golf Yahtzee
May 26	Partner Scramble
June 3	Radar Putts
June 10	Trouble
June 17	Substitute Par
June 24	Lonestar Team Game
July 1	Canada Day Game TBA
July 8	Secret Partners
July 15	NO LADIES NIGHT—(due to BC Men's Amateur)
July 22	Radar
July 29	Las Vegas Partner Game
August 5	Hidden Holes
August 12	Least Putts
August 19	Criers Competition
August 26	1-2-3 Best Ball Team Game
September 2	Consecutive Three
September 9	Golf Yahtzee
September 16	Chapman Partner Game

Game Descriptions

Best Six: Drop your highest par 3, par 4, and par 5 scores.

Chapman Partner: Both players tee off every hole. On the second shot, crossover and hit your partner's drive, then select which ball to play. There will be only 1 ball played after the 2nd shot, alternating players, until the hole is completed. A player may not hit 2 shots in sequence. Record the score. Penalty shots do not affect order of play.

Consecutive Three: Prior to teeing off, each player circles three consecutive holes on their scorecard. The scores of these three holes will be deducted from their score.

Crier's Competition: Each player substitutes the par score for their worst three holes

Golf Yahtzee: Prior to teeing off, each player will be given a Golf Yahtzee score card to be filled in and handed in after your round. Player with the highest score wins.

Hidden Holes: Record all scores on your scorecard. While we are golfing, the pro shop staff will determine which six holes will count for today's round.

Las Vegas Partner Game: The players scores are paired rather than combined in order to determine a team score. If player A gets a 4 and player B gets a 5, the team score is 45, the lowest number goes first. If one player scores 10 or more, the team's score uses the high number first, so a 4 and a 10 is 104 instead of 410.

Least Putts: Keep track of all putts made from the putting green.

Lonestar: Prior to the start of tee off, each player must select one hole # which they will score individually. The remaining ladies will play that same hole as a scramble. On a player's selected hole, add the team score and the single player's scores together. All other holes are played as a team scramble.

1-2-3 Best Ball Team Game: Played by teams of four. At the end of the first hole, the lowest score among the four is recorded on the score card. At the end of the second hole, the lowest two scores are recorded. At the end of the third hole, the lowest three scores are recorded. This pattern (1-2-3) repeats through the round.

Partner Scramble: Both players tee off every hole, then select the better ball. Each player hits their next shot from within one club length, no nearer the hole, of the selected location. You must remain in the same "cut" of grass. If you choose a ball in the bunker or penalty area, the one club length applies, but the balls must be hit from the bunker or penalty area. Continue this format until the ball is in the hole. Record the score.

Pink Ball: Each group will have a pink ball. Golfers rotate as the pink ball player: Golfer A on hole #1, B on #2, C on #3, D on #4, back to A on #5, and so on. The pink ball's score is recorded on the scorecard. If the pink ball gets lost just continue the play with another ball.

Radar: Score 1 point for hitting the fairway on all par fours and all par fives, and 1 point for hitting the green on all par threes with your tee shot.

Team Scramble: Each player in the group tees off. The group then decides which ball to play from for the next shot. All players, except the person whose shot was chosen, hit the next shot. Play continues until the ball is on the green, then all players putt.

Secret Partners: Upon completion of the round, names will be drawn to partner up players. Both their scores will be added together.

Substitute Par: Substitute your worst par three score, your worst par four score, and your worst par five score with par scores.

Trouble: Points are accumulated each time a bit of trouble is encountered on the course. One point for each tree or stump hit, one point for each sand bunker shot, one point for each hazard shot, one point for each shot coming to rest on the cart path, and two points for each ball going into water. Don't you love golf?

Useful Websites

Storey Creek Ladies Golf	www.storeycreek.bc.ca Then Membership, Ladies Golf. Calendar or Ladies Golf handbook
Zone 6 Ladies Golf website	www.bcgazone6.org/women/
British Columbia Golf Association (BCGA)	www.bcgga.org
BCGA Women's Fixture List	www.bcgga.org/champs.html
Golf Canada (RCGA)	www.golfcanada.ca
Storey Creek Golf Club	www.storeycreek.bc.ca

